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EmuMovies

CAL RIPKEN JR. BASEBALL

Instruction Booklet

MINDSCAPE
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Introduction

Step out onto the field with the Boys of Summer, and play America's game, which has thrilled generations of fans. *Cal Ripken Jr. Baseball* offers the action and excitement of the real game Hit pitches deep out of the stadium Strike out the best hitters with overpowering fastballs and devastating curveballs that appear to drop from the sky Steal bases and stretch a single into a double against outfielders and catchers with cannon-like arms

Cal Ripken Jr. Baseball offers total control of 16 regular teams, in two leagues, and two All-Star teams Play exhibition games against your toughest rivals in one of three stadiums, each of which affects play differently. Control a team throughout an entire season and on to the Playoffs and the World Championship. Step up to the plate, hear the crowd, feel the summer breeze, smell the freshly cut grass, and hit the next pitch out of the park!

Play Ball!!

If you're in mid-season form and want to get on the field right away, read the *Game Controls*. For players who need *Spring Training* to get the basics down, see *Main Menu*

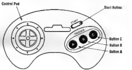
Starting the Game

To start the game:

1. Insert *Cal Ripken Jr. Baseball* into your Sega™ Genesis™ System.
2. Turn on the Sega Genesis System.
3. At the title screen, press **Start** to go to the *Main Menu*
4. Press ⬆ and ⬇ to select **Exhibition**, then press **C**.
5. To select a team, press ⬆ and ⬇ For a two player game, the second player, must press ⬆ and ⬇ to select a team before player one selects a team You may accept the default or select another team for the computer.
6. After selecting both teams, press **C**.
7. At the *Stadium* screen, press ⬆ and ⬇. to select a stadium, then press **C**. See *Selecting a Stadium* in *Main Menu* for information about each ball field.
8. The *Scoreboard* and team lineups appear Press **C**. The teams take the field Play ball!

Note. Press **Reset** on your game system, if you want to change teams or stadiums Player 1 begins in the outfield. At any time, you can change your pitcher, outfield, or position players. See *Substituting Players*

Game Controls



The layout of the control pad arrows is modeled after the layout of a baseball diamond when seen from above:

➡	First base
⬆	Second base
⬅	Third base
⬇	Home
Start Button	◆ Starts the game
Button C	◆ Enters selections in *Main Menu* and *Matchup* screens

Pitching

Control Pad

←→	Move pitcher on pitching rubber before pitch is thrown

Select speed of pitch as it is thrown with C:

↑	Slow pitch
↓	Fast pitch
←→	Break left or right during pitch

Select base to throw to when attempting to throw-out or pick-off base runners:

→	First base
↑	Second base
←	Third base
↓	Home
No arrow	Also First base

Button A	◆ Display *Reposition Defense* screen from the *Pitching* screen. See *Fielding*.
Button B	◆ Throws to selected base during pick-off attempt
Button C	◆ Makes pitch selected
Start Button	◆ Display defense *Player Substitution* screens from *Catcher's View*

Pitching in *Cal Ripken Jr.* Baseball is very much like the real thing. You control the speed, direction, and break of each pitch to keep batters off-balance.

Pitching Rubber - Adjust your position on the Pitching Rubber by pressing ← and → before your pitcher begins the windup. This changes the location of the pitch as it crosses the plate. Use the right side of the rubber against a right-handed batter, and the left side against a left handed batter

Straight Pitch - To throw an offspeed pitch right down the middle of the plate, press **C**. Press ↑ and **C** to throw a change-up (slow pitch). To throw a fastball, press ↓ and press **C**.

Curve Ball - To throw a curve ball, press ← or → after you press **C**. The longer you hold the button down, the more it curves in that direction. You can curve a ball either early or late in the pitch or throw a pitch that breaks in two directions by pressing ← and → at different times during the pitch.

Picking Off a Baserunner - To try a pickoff, press **B**, and the direction of the base you want to throw to.

Relief Pitchers - Press **Start** to relieve or substitute a pitcher, see *Substituting Players*.

Fielding

Control Pad	◆ Move fielder to make play ◆ Select base for fielder throw
Button A	◆ Change active player to fielder nearest the ball
Button B	◆ Change active infielder to outfielder with best chance at fielding the ball ◆ Releases infielder from a base to run with the ball
Button C	◆ Throws to selected base ◆ Causes fielder to dive or jump for ball hit near him

Moving the Fielder - When the opposing batter hits the ball, the fielder with the best chance of catching the ball is automatically selected to make the play. To move the fielder, press the arrows. The player must intercept the ball before it passes him. If the ball is hit to the outfield, use the *Field Map* in the *Fielding* screen as a guide for your outfielder to make the catch Press **C** to make your fielder dive or jump for the ball.

Switching Fielders - If the infielder misses the ball, press **B** The outfielder nearest the ball becomes the active fielder If the active fielder is not the closest to the ball, press **A** to change fielders.

Throwing and Running - A fielder can either throw or run with the ball to a base. To throw the ball after fielding it, press **C** and the arrow in the direction of your base throw.

If one of your infielders has the ball while standing on a base and you want him to run with the ball, press **B** to release him from the base, and use arrows to tag out a baserunner

When the play is over, the ball is automatically returned to the pitcher

Repositioning Defense - Press **A** before throwing a pitch to bring up the *Reposition Defense* screen. Use arrows to move infielders, then press **A** Now move arrows to adjust your outfield, then press **A** again. You will then return to pitching. See *Pitching*.

Batting

Control Pad Keys

✥	◆ Move the batter in batter's box before pitch is thrown

When bunting, selects which baseline bunt will go to

➡	First baseline
⬅	Third baseline

Button B	◆ Used with arrows to steal while batting
Button B & C	◆ Makes bunt when pressed
Button C	◆ Swings bat
Start Button	◆ Display the *Offense Player Substitution* screens

You need good timing to hit the ball solidly. Other factors that contribute to good batting include correct positioning in the batter's box, and your hitter's strength and skill as indicated by his stats.

Positioning - To change your batter's position in the batter's box, press the arrows. This lets you hit pitches that are thrown on inside or outside corners of the plate.

Swinging - When the pitcher throws, press and hold **C** to swing the bat. You can check your swing by releasing **C** before you've made a full swing. You can hit pitches that are out of the strike zone, but you'll usually make better contact with pitches in the strike zone. Lay off pitches that miss the strike zone; a walk is as good as a single.

Bunting - To bunt, press **B** & **C** as the pitch is coming to the plate. Use ⬅ and ➡ to direct the bunt down the baseline toward first or third base.

Stealing- Press **B** and the base arrow to have a runner steal that base.

Pinch Hitting - Press **Start** to substitute a batter. See *Substituting Players*.

Baserunning

Control Pad

→	First base
↑	Second base
←	Third base
↓	Home

Button B	◆ In *Catcher's View*, used to steal or lead off baserunners for stealing. Hold **B** and press arrow for that base ◆ In *Fielder's View*, returns baserunner to previous base
Button B&C	◆ Pauses all baserunners temporarily. Release to resume running.
Button C	◆ Sends runner to base selected with arrow

Once you've hit the ball, your hitter automatically runs to first base. Other runners on base advance if they are in a "force" situation.

To stretch a single into a double, or a double into a triple, press **C** and arrow to point to the next base. Watch the ball's position in the *Field Map* to see if you should go for that extra base.

Once a baserunner has reached the next base, he cannot go back to the previous base. To ensure that your baserunners don't get doubled off on pop flys, pause their running by pressing **B** and **C** simultaneously. To retreat to the previous base, press **B** and the arrows to the last base.

Leading Off and Stealing
A speedy runner can steal a base. To lead off the baserunner, hold **B** and press arrows up to three times for the direction of the base you want to steal.

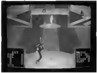
There are three types of leads:
Short Lead - Gives the runner a better chance to score. Hold **B** and press a base arrow once. The baserunner runs when the ball is hit.
Medium Lead - Gives a speedy runner a chance to score from first or second on a hit. Hold **B** and press a base arrow twice. The baserunner runs when the ball is hit.
Long Lead - The runner attempts to steal a base as the pitcher winds up. Hold **B** and press a base arrow three times.

If you want to lead off more than one runner on base, follow the instructions above for each base you want to steal. Press **B** and arrows for the direction of the last base to get back if a pickoff is attempted.

Pinch Running - Press **Start** to substitute a runner. See *Substituting Players*.

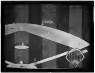
View Screens

There are two game play screens in *Cal Ripken Jr. Baseball.*



The *Catcher's View* screen shows the batter and pitcher from a view behind home plate.

Two cut-away views in the upper corners of the screen show the baserunners (if any) on first and third base, the team names, inning, and the score. The count indicator in the bottom left corner indicates the number of balls and strikes that have been recorded against a batter, and the number of outs made in the inning. The pitch speed indicator in the bottom right corner indicates the speed of the pitch thrown.



The *Fielding* screen shows the field when the defense is fielding the ball or when the pitcher is attempting a pick-off.

When fielding, use the *Field Map* (in the bottom right corner of the *Fielding* screen) to see the location of the ball in relation to your defenders. The ball is indicated by a white dot and your fielders are indicated by colored dots.

Main Menu

The *Main Menu* is the starting point for all of your games.

Exhibition Game

This lets you play an exhibition (not regular season) game to polish your skills before you tackle a 20-week season. You can also pit the same team against itself by selecting the same team on the *Matchup* screen.

You can play against the computer or against a friend. For a two player game, Player 2 should press ↑ and ↓ to select a team before Player 1 selects a team.

Player 1 is always the home team.

League Game

Allows you to begin a new league or continue with your league games in an 20-week season and drive for the pennant. See the *League Play* section for a detailed explanation.

Home Run Derby

Lets you see who can hit the most home runs. Select your teams, the stadium, your player and number of innings you want to play. You get nine swings per inning. Scoring works like this:

Home Run	4 pts.
Triple	3 pts.
Double	2 pts.
Single	1 pt
Everything else	0

Team Rosters

Displays the rosters of the 16 teams found in the two leagues, plus the All-Star and MVP teams. You can view the teams' full stats.

Options

Use this menu to set the following game options:

Difficulty	Normal/Easy/Hard
Music	FX/Full/Off*
Animations	On/Off

**FX is effects only; Full includes background music.*

Selecting a Team

Cal Ripken Jr. Baseball has 16 regular teams and 2 All-Star teams to choose from, each with its own strengths. Check the rosters of each team at the *Main Menu* to see which team is the one you want to command in your run for the Pennant. Press **A&B** to play the All-Cal team!

Selecting a Stadium

Cal Ripken Jr. Baseball has three stadiums to choose from:

- **Maxwell Dome** - This indoor park has an astroturf field that lets a quick team take advantage of its speed with lots of base stealing, bunting, and stretching of those singles into doubles and triples!
- **Patrick Field** - This old but distinguished park is short down the lines, has a shallow outfield and a small foul territory, so a powerful line-up can take advantage by swinging for the fences!
- **Stevens Park** - This modern, outdoor park has the smallest outfield, which keeps the ball in play and challenges the speediest runners. The towering green walls will stop all but the hardest hits.

Substituting Players

Use the *Player Substitution* screen to select your relief pitchers, pinch runners, pinch hitters, and substitute fielders. There are always two substitution screens for offense and defense. Offense has change batter and change runner options, defense has change pitcher and change fielder options.

To substitute a player:

1. Press **Start** on the *Fielding* or *Catcher's View* screen. The *Player Substitution* screen appears.
2. Press → and ← to scroll the list of players you can replace on the top line.
3. After displaying the name of the player to be replaced in the top line, press ↑ and ↓ to highlight the substitute player.
4. Press **C** to make the substitution; to cancel, press **Start**. After making the substitution, press **C** again to return to the *Catcher's View* screen.
5. To substitute other players, repeat steps 1-4 above.

Players' Statistics

The players' statistics (stats) are an indication of how well they play.

Pitchers

Your starting pitcher can make or break a game depending on his strength, accuracy and stamina. At the *Pitchers* screen, these stats help you decide on a starting pitcher:

ERA = Earned Run Average, which is, the average number of runs the pitcher gives up in a 9-inning game.

MPH = Top speed of his fastball.

THR= Pitching Arm, indicated by **R** for right-handed, **L** for left-handed, **O** for overhand, and **S** for sidearm, so **LS** would be a left sidearm pitcher.

CO = Curve ball control during pitching

FA = Fatigue Rating or how fast a pitcher gets tired.

Ratings are on a scale of 1-10 with 10 the best

The Bench

All bench players have seven stats next to their name, which are from left to right:

R/L = Batting hand, left or right

AVG = Batting average.

HR = Number of home runs hit

SP = Speed rating.

B = Bunt rating.

ARM = Throwing arm rating.

DEF =Defense rating, or how well he plays in the field.

Ratings are on a scale of 1-10 with 10 the best

League Play

To take a team through an entire season and on to the post-season and the Championship, select *League Play* at the *Main Menu*.

In *League Play*, you control a team through a 20-week season, with wins and losses and league standings. There are two leagues with 8 teams in each league, divided into 2 divisions per league If you're at the top of your division by the end of the season, you can advance to the *Playoffs* where you play for the *Pennant*. If you win the *Pennant*, you play against the other *Pennant* winner for the *Championship* Games play the same as an *Exhibition* game, except that Player 1 is not always the Home team.

To begin a new season:

1. Select *League* at the *Main Menu* and press **C**. The *League* menu appears.
2. The *Password* screen appears Press **Start** to continue to the *Team* screen.
3. Select a team to manage through the season and press **C**. The *Stadium* menu appears.
4. Select your home stadium and press **C**. The *League Standing* screen appears
5. Press **C** to start. You play League games the same way as Exhibition games.

Continuing a Season

When you've finished your first game, you get a password so that you can return to the *League Play* for your next League game. Write down the password so you won't forget it. If you wish, you may play the next game after viewing the stats

To continue a season:

1. Select *League* at the *Main Menu*. Press **C**. The *League* menu appears.
2. Enter your password. Press arrows to scroll through a list of letters, numbers and characters.
3. When you come to a character in your password, press **C**.
4. Repeat for all characters in the password Press **Start** to continue. The *League Standings* screen appears
5. The bottom of the *League Standings* screen shows the week you're in for the season, the matchup this week for your team and the League standings. Press **C** to play the next game.

After each game, the game scores and league standings are updated Keep track of your position in the standings. Play well enough and your team could be wearing World Championship rings next season.

Tips

Here are some quick tips to help you win games.

Pitching

Keep track of the pitch speed with the speed indicator in the bottom left corner of the screen to see what kind of speed your pitcher is putting up. When those pitches start slowing down, he's getting tired.

While high pitch speed numbers may be impressive, just remember that fire-ball hurlers tire much more quickly.

If you're playing a team that has mostly right-handed batters in the line up, you want a good right-handed pitcher to get the job done. If you're playing a team of left-handed hitters, a left-handed pitcher might have more success.

Fielding

One hint for fly balls: follow the shadow of the ball on the ground to help your fielder spot the ball while it's in the air. Also watch the *Field Map*.

Batting

Timing is everything. Each player has a "sweet spot" where pitches seem to jump off the bat. The higher the player's average, the larger the "sweet spot."

Remember to check your player's bunting stat before you call on him to make a clutch sacrifice bunt.

For extra power in your batting lineup, press **A&B** on the batter *Player Substitution* screen. You can only do this during *Exhibition* games and only once per team, so make it count!

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Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System
- Do not bend it, crush it, or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge

Warning to owners of projection television
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT Avoid repeated or extended use of video games on large-screen projection televisions

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Mindscape Inc warrants to the original purchaser of this product that the Sega Genesis Cartridge will be free from defects in material and workmanship for ninety (90) days from the date of purchase Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear

Return defective media to point of purchase You must include a dated proof of purchase, a brief statemant describing the defect, and your return address

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